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Subject: Re: 3D vector rotation to the Z axis

Posted by [David Fanning](#) on Tue, 14 Dec 2010 20:28:14 GMT

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MartyL writes:

> Any help appreciated.

I don't have any suggestions. You obviously know more about this than I do. Just an observation. I know any time I try to translate matrix operations out of a book into IDL my head swells up to about three times its normal size trying to keep columns and rows straight.

That said, using the # operator, rather than the ## operator always throws me back from discovering the solution at LEAST two days, sometimes more. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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